

LEARN EXPERIMENTAL MEDIA

CIA - Fall, 2008 Classes

Conceptual / Information Arts

<http://userwww.sfsu.edu/~infoarts>

<http://www.sfsu.edu/~artdept>

Art 410	<h3>Conceptual Strategies</h3> <p>Art based on ideas, cultural critique, invention, intervention Illustrator, Photoshop, etc</p> <p>FINE ARTS ROOM 538</p>	Paula Levine	Tu/Th 9-12
Art 412	<h3>Intro to Art & Technology</h3> <p>Art based on experimental technology, interactive programming Director, Computer Sound, etc</p> <p>FINE ARTS ROOM 538</p>	Steve Wilson	Tu/Th 2-5
Art 511.1	<h3>Art and the Internet</h3> <p>Web Authoring, Web cameras, Introduction to Javascript and the Dynamic Web. Course uses the Internet as an art context.</p> <p>**Listed in Class Schedule as New Communication Technologies:**</p> <p>FINE ARTS ROOM 544</p>	Steve Wilson	T/Th 9-12
Art511.2	<h3>DIGITAL & Experimental VIDEO</h3> <p>Introduction to digital video -- shooting, production & editing. The course covers basic production, as well as an introduction to video art --history through to contemporary digital and interactive work. Single channel, web and installation.</p> <p>FINE ARTS ROOM 544</p> <p>FINAL CUT, DVD STUDIO PRO, etc.</p>	Paula Levine	Tu/Th 2-5
ART 612	<h3>Internships in Real World Settings</h3> <p>Work in real world art settings (galleries, apprentice to artists, research and produce grants, etc.) and use experiences to determine next steps. Specific meeting times to be announced.</p> <p>FINE ARTS ROOM 544</p>	Steve Wilson	TBA T/Th pm
Art 704	<h3>Graduate Seminar</h3> <p>This seminar combines critiques of student work, reading, visits to community events. It is required of all Art Department MFA graduate students. Requires official acceptance in the graduate program</p> <p>FINE ARTS ROOM 544</p>	Paula Levine	Th 6-9